

REMARKS

This reply is responsive to the office action dated May 25, 2007. Upon entry of this amendment claims 1-3 and 5 are pending; claims 1 and 5 are amended and claim 4 is cancelled. No new matter has been added. Reconsideration and allowance are requested.

I. Office Action Summary

In the May 25 office action, the examiner:

- (1) Objected to the specification for having a title that is not descriptive; and
- (2) Rejected claims 1-3 & 5 under 35 U.S.C. § 103(a) as unpatentable over U.S. Patent Application No. 2002/0133523 to Ambler et al. in view of U.S. Patent No. 5,618,238 to Kruse et al.

II. Objection to the Specification

The title stands objected to as noted in item I.(1) above. In response, applicants note that the title was amended in applicant's January 17, 2007 response to the November 3, 2006 office action. In that response, the title was amended to read "Language Selection Option During a Game Search," which applicants believe is descriptive of the invention. Thus, withdrawal of this objection is respectfully requested.

III. Claim Rejections

Claims 1-3 and 5 stand rejected as noted in item I.(2) above. Independent claims 1 and 5 have been amended to recite, *inter alia*:

". . . means for displaying provisionally selected text data . . . said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image which has been displayed on said background of said language selection picture, and for displaying said language selection picture on which said provisionally selected selection operational image is displayed . . . together with said

game image for which text data have been switched into said provisionally selected language”

Claims 1 and 5 are patentable over Ambler and Kruse, because those references, taken alone or in combination, fail to disclose, teach or suggest all of the limitations of the claims. Specifically, neither reference discloses the claimed “means for . . . displaying [a] language selection picture on which . . . provisionally selected selection operational image is displayed . . . *together with said game image for which text data have been switched into said provisionally selected language.*” (emphasis added)

Ambler’s language selection screen is not disclosed in combination with a background image having text. Rather, Ambler’s language selection frame covers the entire screen, as noted by the examiner (*see* Office Action, 5/25/07, pg. 3, paragraph 3, lines 1-4). Thus, Ambler does not disclose, teach or suggest, “means for . . . displaying [a] language selection picture on which . . . provisionally selected selection operational image is displayed . . . *together with said game image for which text data have been switched into said provisionally selected language,*” as required by claims 1 and 5. (emphasis added)

Kruse fails to remedy this deficiency because although it does disclose a “language selection key-set 318 which allows the user to select the language for all screen displays and prompts,” (*see* Kruse, col. 5, lines 10-15; col. 8, lines 11-13, and Figure 7) it fails to disclose, teach or suggest, “means for . . . displaying [a] language selection picture on which . . . provisionally selected selection operational image is displayed . . . *together with said game image for which text data have been switched into said provisionally selected language.*” (emphasis added) Kruse merely discloses (in Fig. 11) that an option selection window can be presented in the foreground while the main image remains partially displayed in the background. (*See* Kruse, Fig. 11.)

In contrast to Ambler and Kruse, the claimed invention enables the user to provisionally select one of a variety of alternative languages using a language selection picture (displayed in the foreground of a game image screen), and to have text

accompanying the game image (in the background) provisionally converted and displayed in selected language, which enables the user to see immediately (though provisionally) how the language change is effected directly on the game image screen.

The cited references simply do not disclose, teach or suggest this feature of provisionally changing the text accompanying the background image (the game image) to correspond to the language provisionally selected by the user in foreground language selection picture. This is a benefit because the player can immediately judge – by viewing the actual text accompanying the game image - and confirm whether the selection language is proper in a provisional mode, thereby avoiding waste of additional processing time (and user time). This is also of particular convenience because it enables the user to quickly recognize the changed language text associated with the underlying game image when that text is displayed in a language they readily understand.

Thus, because Ambler and Kruse, taken alone or in combination, fail to disclose, teach or suggest all of the limitations of independent claims 1 and 5, applicants request that the 35 U.S.C. § 103(a) rejections of these claims be withdrawn. With respect to claims 2 and 3, which depend from independent claim 1 and recite additional features of the invention, applicants request that the 35 U.S.C. § 103(a) rejections of these claims be withdrawn for the same reasons stated for claim 1.

The claims as amended are believed to be in condition for allowance. Reconsideration and allowance are requested.

No fee is believed due with this submission. If any fees are required, however, the Commissioner is hereby authorized to charge such fees to deposit account number **04-1679**.

Respectfully submitted,

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